HOW TO PLAY

# JACK NICKLAUS'

## GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF™

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## CONGRATULATIONS!

You now own the authentic Konami home version of Jack Nicklaus' Greatest 18 Holes of Major Championship Golf for the Nintendo Entertainment System. We suggest that you read this instruction manual thoroughly before playing the game.

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## CAN YOU HACK IT? (READ AT A WHISPER)

You step up to the first tee, knowing that ahead of you lie 18 of the most challenging golf holes ever conceived. It's gonna be rough, to say the least, as you face hazard after hazard in a perilous Pro Tour-like competition where you'll be lucky to win a pair of tacky plaid pants—much less one of those giant trophies with little sculptured golfers on top.

What hack fanatic could have dreamed that fairways from Pebble Beach, St. Andrews, Riviera, Baltusrol, Augusta, Muirfield, Oakmont, Merion and Royal Lytham would be linked together like they have been here. But before you confront your fantasy, you must decide whether you want to play a Skins game or Stroke play. You must also figure out how many people are playing, and whether or not you want to compete against a computer player—including the Golden Bear, who'll be showing his claws and his vicious putting touch.

And know now, as you prepare to place your ball on the tee, that there will be no gimmies, no mulligans and unfortunately no 19th hole where you can wash away your sorrows and erase a few (or more!) strokes from your scorecard.

## HOW TO PLAY A ROUND

To begin the action, press the Start Button.

Next, press the Control Pad Left or Right to choose Skins or Stroke play, then press it Up or Down to select the number of players. Up to 4 can play.

Lock in your decision by pressing the A Button. (After every selection you'll press the A Button.)

NOTE: To play a round of Skins there must be at least 2 competitors. Computer players are considered competitors, and you may challenge up to 3 of them if no one else is playing. You can also mix and match computer players and human contestants. For example: A foursome can consist of you, two friends and Jack Nicklaus.

Once you've chosen your game and the number of players, a Registration Screen will appear. This is where you'll enter the name of each member of your onesome, twosome, threesome or foursome.

Move the cursor Up to player position and select MALE or FEMALE by moving the Control Pad Right or Left. Then press the Control Pad Down to choose whether you're going to register a computer competitor, yourself or a friend. (Remember, press the A Button to lock in your decisions.)

If you select a computer player, press the Control Pad Left or Right to choose from the eight electronic golfers (see page 6 for profiles of these golf fanatics). If you're registering yourself or a friend, press the Control Pad Left or Right to enter the player's name or initials. Lock in each letter with the A Button. (You may cancel your selections by pressing the B Button.)

Next, press the Control Pad Down, and select whether you want to play as a Beginner or an Expert. If you think you've got the skill to play at the Expert Level, then go for it. But know that it's not nearly as forgiving as the Beginner Level, and if your swing isn't perfect or you miss-hit, your score will soar.

Your last selection will be the tee-off position: Ladies, Mens or Pro. The Pro tee-off position is the farthest from the hole.

NOTE: If you're registering a computer player, his or her Skill Level and tee-off position will automatically be assigned according to their computer-born talent.

After the registration of a player is complete, press the Control Pad Down until the "OK" Box lights up, and press the A Button.

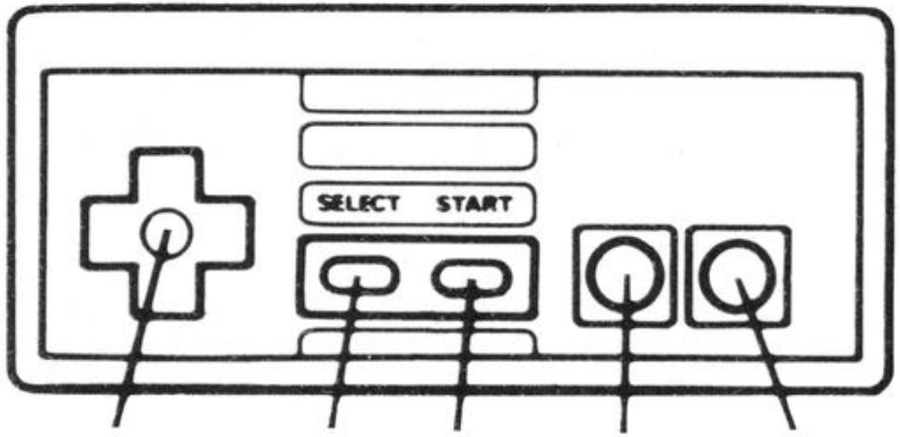
Finally, when all players are registered, press the Start Button.

BONUS INSTRUCTIONS: To get an overhead view and position of your ball while playing, press the Start Button. Press the A Button to return to action.

While in Stroke play, press the Select Button to review the scorecard. Press again to see the statistics. Return to action with the A Button.

If you're playing a Skins game, press the Select Button to check-out the prize money chart. Press again to see the statistics. Return to your round with the A Button.

**The order in which you assign players determines which controller you use. (1 & 3 use Controller #1. 2 & 4 use Controller #2.)**




Control Pad Select Start B Button A Button

# THE COMPUTER TOUR PLAYERS (FROM STROKERS TO CHOKERS)

**Jack N** The Golden Bear himself. Naturally, the Player of the Century plays at the Expert Level and hits from the pro tees. His shots are carefully planned, well executed and he hits the ball farther than the posted distance for each club. Nicklaus is one of those rare golfers who almost always does exactly what he sets out to do.

**Nancy D** Though enthusiastic, Nancy's just beginning. She often suffers a wicked slice on her drives. And long putts give her lots of trouble.

**Lars X** Calls himself Mr. X and likes to think of himself as an expert—which is why he drives from the pro tees. He has a tendency to hook drives and pull putts to the left.

**Babs R** A true competitor, Babs considers herself an expert. She usually hits the ball straight—with an occasional slice. When it comes to putting, she's overly cautious, and frequently leaves her putts short.

**Art M** Art's a weekend golfer who could use a little practice. His shots tend to be short but straight. And his putts tend to be long and off-line.

**Natasha** Natasha's a big hitter. She drives from the men's tees, and has played at the Expert Level for years. If she doesn't slice, her tee shots are beautiful. But she often lags her putts.

**Eddie C** He's no Jack Nicklaus, but this guy is good. So good, in fact, he makes a living suckering players into a "friendly" game of Skins. Naturally, he plays at the Expert Level and drives from the pro tees.

**Sally C** Though she's been playing for years, Sally is still a beginner. She just can't seem to get the swing of it. She hits from the ladies' tees. Her drives could go either way—hook or slice. And she leaves her putts short.

## HOW TO SKIN A BUCK

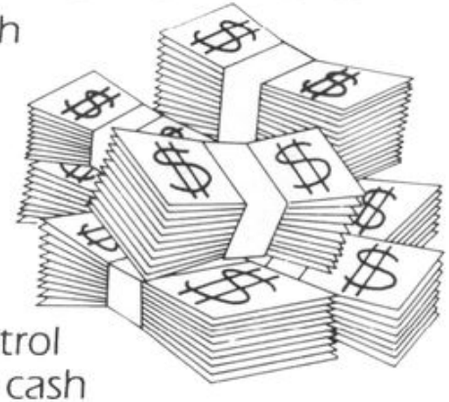
Skins is a game made popular in recent years by a special tournament that has pitted head-to-head: Jack Nicklaus, Gary Player, Arnold Palmer, Lee Trevino, and Fuzzy Zoeller. The rules are similar to Match Play—you have to win a hole outright (no ties)—but the betting system completely changes the objective. Instead of trying to win the most holes, you try to win the most money.

A dollar amount is assigned to each hole. Typically, the first six holes are worth one amount, the next six are worth twice that much, and the last six are triple the original prize. The best ball (lowest score on the hole) takes the prize.

If the hole is halved (two or more players tie for best ball) the money for that hole carries over to the next one. That means the money—and the tension—can add up fast. In one memorable Skins game, Gary Player had to roll in a 4-foot birdie to walk away with $170,000.

## SELECTING BEAUCOUP (BOO-KOO) PRIZES FOR YOUR SKINS GAME

You can choose to play Championship Skins—a $36,000 match with single hole prizes of $1,000, $2,000 and $3,000 for each set of 6 holes. Or, you can change the entire prize structure.



- To play the existing game, highlight CHAMPIONSHIP SKINS with the Control Pad and press the A Button.
- To alter the total wager, press the Control Pad Down to highlight CHANGE TOTAL PRIZE, then press the A Button. Next, press the Control Pad Left or Right to change dollar values in the Total Prize Box. Lock in cash amounts with the A Button. Press the Start Button and new wagers are automatically assigned to each hole.
- To alter the prize for any hole, press the Control Pad Down until CHANGE HOLE PRIZE is highlighted, then press the A Button. Next, use the Control Pad to highlight the hole you want to change and press the A Button. Use the Control Pad and A Button to assign dollar amounts, and then press the Start Button. Repeat this process for every hole you want to change. If you don't specifically assign money to a hole, the $ amount will be zero.
- When you've finished lining up the sponsors' money, press the Start Button one last time for CHAMPIONSHIP SKINS and CHANGE TOTAL PRIZE or twice for CHANGE HOLE PRIZE. Now you're merrily on your way to either the bank or (if you lose) the poor house.

NOTE: To keep your greed in check, the total prize value cannot exceed $9,999,999.00. Sorry, but you'll just have to live with it.

## STROKE PLAY (TRADITIONAL GOLF IN ITS PRISTINE STATE)

In Stroke play, most great players consider the golf course to be their opposition much more than their fellow competitors. That's because the goal is not to win holes (Match Play), or take the big money holes (Skins), but to shoot the lowest score over 18 holes. As Jack puts it: "Stroke play is an 18-hole game, but you can play it only one shot at a time."

To master this glorious game, line up your Ball Aiming Cursor, keep your eye on the Power Bar and swing away!

Oh, and try not to feel the tremendous pressure.

## CHOOSING YOUR CLUBS

**Beginner** The computer will calculate your yardage from the pin, then automatically select the club with a posted maximum distance (see the Club Distance Chart) closest to that yardage. The club will appear in the Club Selection Box at the bottom right of your screen, along with its posted maximum distance.

Be careful: The computer only takes distance into consideration—not wind, trees, rough or other conditions which can affect club selection.

You can override the computer's choice by pressing the Control Pad Up or Down to scroll through your bag of clubs.

**Expert** You must select your own clubs for each shot; the Club Selection Box defaults to the last club you used until you press the Control Pad Up or Down to pick another stick.

Base your decision on the yardage to the pin—as shown on the bottom center of the screen—and other playing conditions such as wind, hazards and rough.

If you don't select a club, the computer automatically selects a sand wedge in the sand, a putter when on the green and a driver on the tee. If you're not in any of these positions, it will display the last club you used.

**Club Selection Chart**

| | DISTANCE | |
|---|---|---|
| **CLUB** | **MEN'S** | **LADIES'** |
| Driver | 250 yards | 225 yards |
| 3 Wood | 235 yards | 211 yards |
| 4 Wood | 220 yards | 198 yards |
| 2 Iron | 207 yards | 186 yards |
| 3 Iron | 195 yards | 175 yards |
| 4 Iron | 185 yards | 166 yards |
| 5 Iron | 173 yards | 155 yards |
| 6 Iron | 155 yards | 139 yards |
| 7 Iron | 143 yards | 128 yards |
| 8 Iron | 130 yards | 117 yards |
| 9 Iron | 112 yards | 100 yards |
| P-wedge | 100 yards | 90 yards |
| S-wedge | 80 yards | 72 yards |
| Putter | 80 feet | 80 feet |

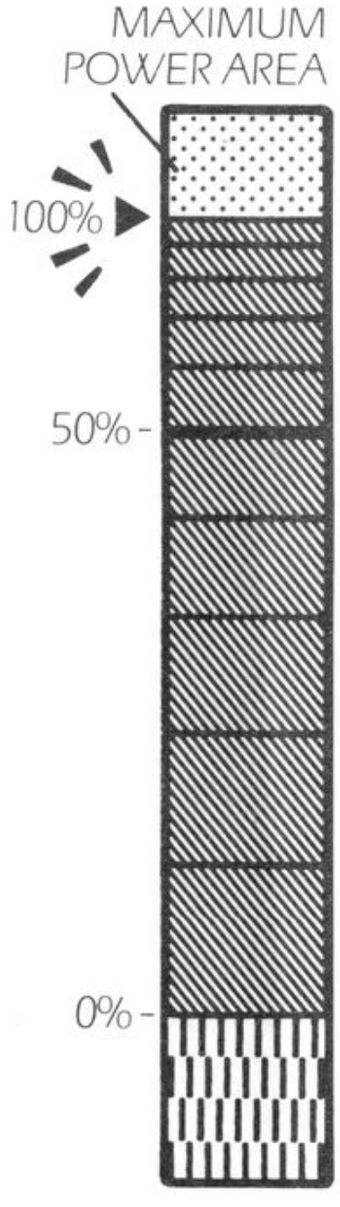
NOTE: These distances are calculated under near-perfect conditions. No wind, rough, slopes or hills. When you choose your clubs, be sure to compensate for all environmental factors.

## CHANGING YOUR PERSPECTIVE

If you don't like the direction you're aiming toward—say a tree blocks your shot—you can change it:

1. Press the Control Pad Left or Right to slide the Ball Aiming Cursor past either of the two vertical pegs that bookend the top of the screen.
2. Slide it past the left peg: The screen automatically redraws and you now see what you would see if you had physically shifted your vision to the left.
3. Slide it past the right peg: It causes the same shift of perspective, but to the right.
4. If you want, you can continue to scroll right or left and see a 360° view of the hole from where you're standing.

# HOW TO SWING




The movement of the Power Bar on the left of the screen corresponds directly with your player's swing on screen. Every shot requires THREE taps on the A Button to execute. The timing of the taps determines how hard and how straight you hit the ball.

1. Press the A Button once to begin your backswing.
2. Press the A Button a second time to control the distance of your shot (and start your downswing).
3. Press the A Button a final time to strike the ball, controlling how far left or right of straight you want to hit it.

# THE POWER BAR

The middle section of the Power Bar—let's call it the Swing Zone—is divided into ten segments, each of which represents 10% of your club's potential distance (as determined by the Club Distance Chart on page 9).

Thus, the bottom line of the Swing Zone represents 0% or 0 distance; the top line represents 100%, or the maximum distance for each club as set by the computer; and the Half Line (indicated in red) represents 50% or half that maximum distance. Above the 100% line represents the Maximum Power Area, which adds both extreme distance and a certain element of risk to your shot.

**A Sample Shot:**

You're standing on the tee of a 300-yard hole, so you grab your driver, intending to hit it full. If you selected a male player, a full driver means 250 yards in this game.

1. Press the A Button to start your backswing; a color rises like mercury from the bottom of the Swing Zone towards the 100% line.
2. Watch the rise carefully. Try to press the A Button the moment it reaches the 100% line. A triangular arrow to the left of the Power Bar indicates exactly where you make your tap.
3. To keep your shot straight on target (with the Ball Aiming Cursor), make your third tap on the "0" line.

Note: The computer automatically tells you how far you hit the ball.
After each swing, press the A Button to get to your next shot.

## OVERSWINGING AND UNDERSWINGING

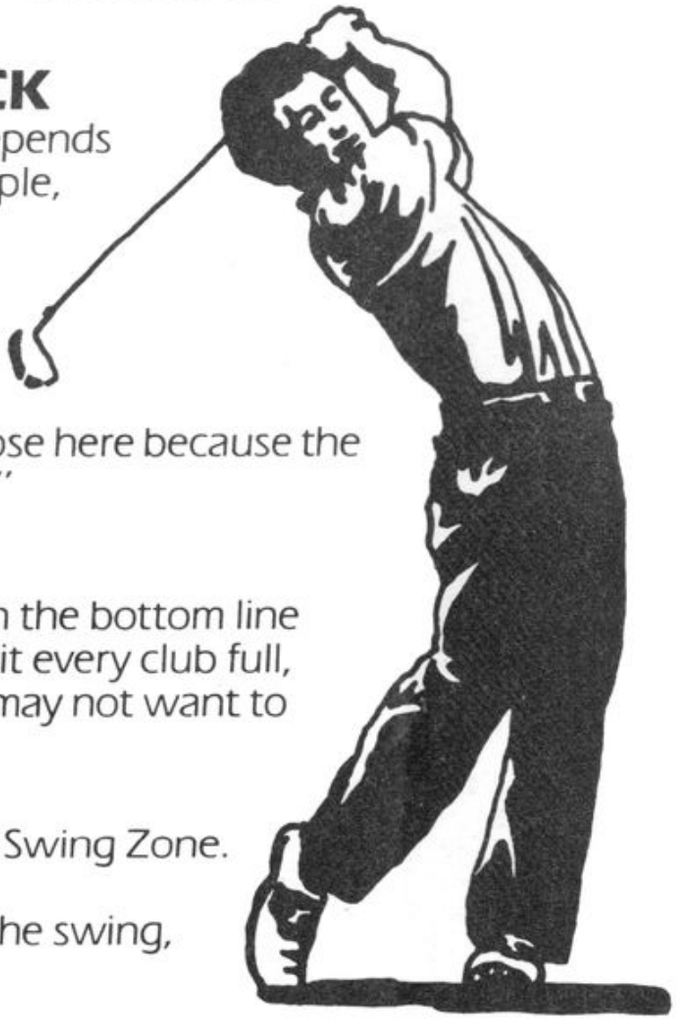
If you make the second tap late—inside the Maximum Power Area—you overswing. That means your shot can carry longer than the posted maximum distance of your club. It also means that if you misjudge your third, or accuracy tap, the resulting hook or slice is randomly exaggerated.

If you're early on the second tap—beneath the 100% line of the Swing Zone—you underswing. That means the distance of your shot will be some percentage less than the full posted distance of your club. How much less depends on how early you make your tap—the earlier the tap, the shorter your hit.

## SOME REALLY SWINGING ADVICE FROM JACK

Overswinging and underswinging are not necessarily bad. It depends on the situation. You HAVE to underswing on some shots—for example, when you have a 6-foot putt and you're holding a putter with an 80-foot range. (Accuracy isn't sacrificed by underswinging, just distance.)

On the other hand, a big hit sometimes offers the better golfer a fine opportunity to gain a competitive edge. "A perfect example is the 15th at Augusta National," says Jack. "Almost everyone cuts loose here because the reward can be a shot at the green with an iron for a two-putt birdie."



## HOOKING AND SLICING

If there's no wind and if you make your third, or accuracy, tap on the bottom line of the Swing Zone, the ball should fly straight. But just as you can't hit every club full, it's unlikely that you can hit every shot straight. And sometimes you may not want to hit it straight.

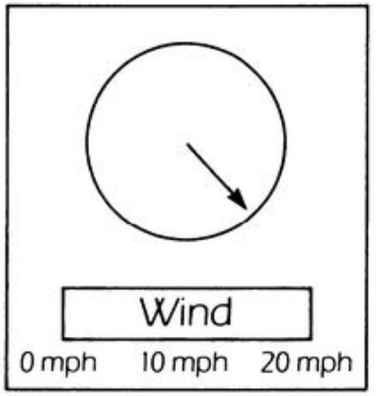
How to hit a hook, so that it "draws" the ball to the left:

- Press the A Button before the color reaches the bottom line of the Swing Zone. In other words, swing early—and your shot hooks to the left.
- How far it hooks depends upon how early you swing (the earlier the swing, the bigger the hook).

How to hit a slice, so that it "fades" the ball to the right:

- Press the A Button after the color reaches the bottom line of the Swing Zone. In other words, swing late—and your shot slices to the right.
- How far it slices depends upon how late you swing (the later the swing, the bigger the slice).

# HAZARDS TO YOUR GAME'S HEALTH




- **Wind** Technically not a hazard itself, wind is still considered an obstacle. And many great golfers can tell you about the championships they've blown because of it.

  Imagine that you are standing in the center of the circle, facing straight ahead toward the flagstick. The line inside the circle is the wind. Now imagine there's an arrow on that line aiming away from you—that's the direction the wind is blowing.

  A bar gauge labeled WIND—below the direction circle—tells you how hard the wind is blowing. The indicator is a red colored bar that slides from left to right on the gauge.

**Jack's Wind Pointers**

**Tailwinds** "I take one or two clubs less than the distance would normally require and hit hard. Don't ever 'baby' a shot when you want height—give it a good, solid whack."

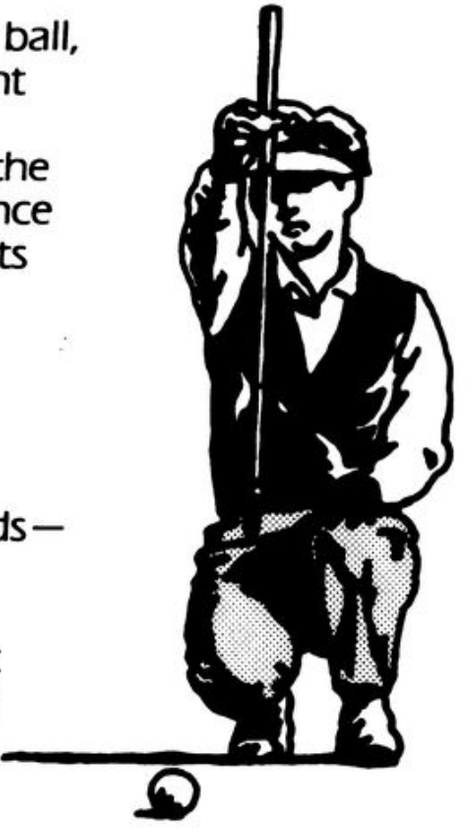
**Headwinds** "Obviously, you need to compensate for a strong headwind by swinging harder or using more club. Also, play the ball from right to left, rather than straight or from left to right."

**Crosswinds** "You have two options. One is to hook or slice against the direction of the wind, thus 'holding' the ball more or less straight. The other option is to aim as much off the direct line as you think the wind will move the ball and play your normal shot, allowing the ball to be blown back to the target."

- **Rough** Use more club or more power to hit out of the longer, thicker grass that borders the manicured fairways.
- **Sand Traps** Like the rough, you need more power or more club to get distance from a fairway bunker.
- **Water and Out-of-Bounds** Hitting into the water costs you a one-stroke penalty, and the computer gives you the option of hitting the ball again from the same location or dropping the ball near the water (but no closer to the hole). To select your option, press the A or B Button.

  Out-of-Bounds comes into play often and it costs you one stroke as well. But here, your only option is to smack the ball again from the same location as your previous shot.
- **Cart Path** It depends on the situation whether or not a cart path is hazardous or not. The ball bounces higher and farther off of it, which may be desirable on a trouble-free drive. But on some shots, the carom can carry you Out-of-Bounds. Experienced golfers call shots like this "playing the cart path."

# PUTT-PUTT THIS AIN'T (SORRY, NO WINDMILLS OR COLORED BALLS!)



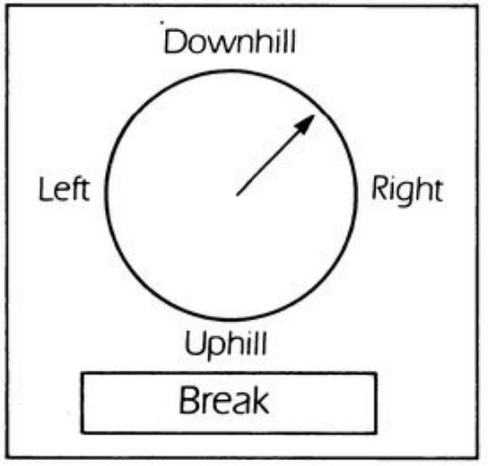
**Lining Up Your Putt** Imagine an invisible straight line that connects your ball, the hole, and the Ball Aiming Cursor at the top of the screen. Use the Right and Left arrow keys to move the Ball Aiming Cursor onto the end of that imaginary line. Use the three-tap procedure on the Power Bar to control the distance and direction of your stroke. Remember that the maximum distance on your putter is 80 feet, thus every segment of the Swing Zone represents 8 feet.

**Reading the Green** Unfortunately, many greens aren't flat, so your putts won't always go straight. To find out how much a putt is going to break right or left, or if you're putting uphill or downhill, check the Break Indicator.

Imagine that the line in the circle has an arrow on it pointing outwards—that's the direction that the putt will break (right or left) if you're aiming directly at the hole. If there's no line, there's no break.

If the arrow points due south (as on a compass), that means the putt is uphill and has no break. Uphill putts are slow; make a firm stroke. If the arrow points due north, the putt is straight downhill. Downhill putts are fast—so ease up on that mallet!

A bar gauge labeled BREAK—below the direction circle—tells you the intensity of a putt's break. The indicator is a red bar that slides from left to right on the gauge: If at the far left, the break is virtually non-existent; if at the far right, you have a major break.

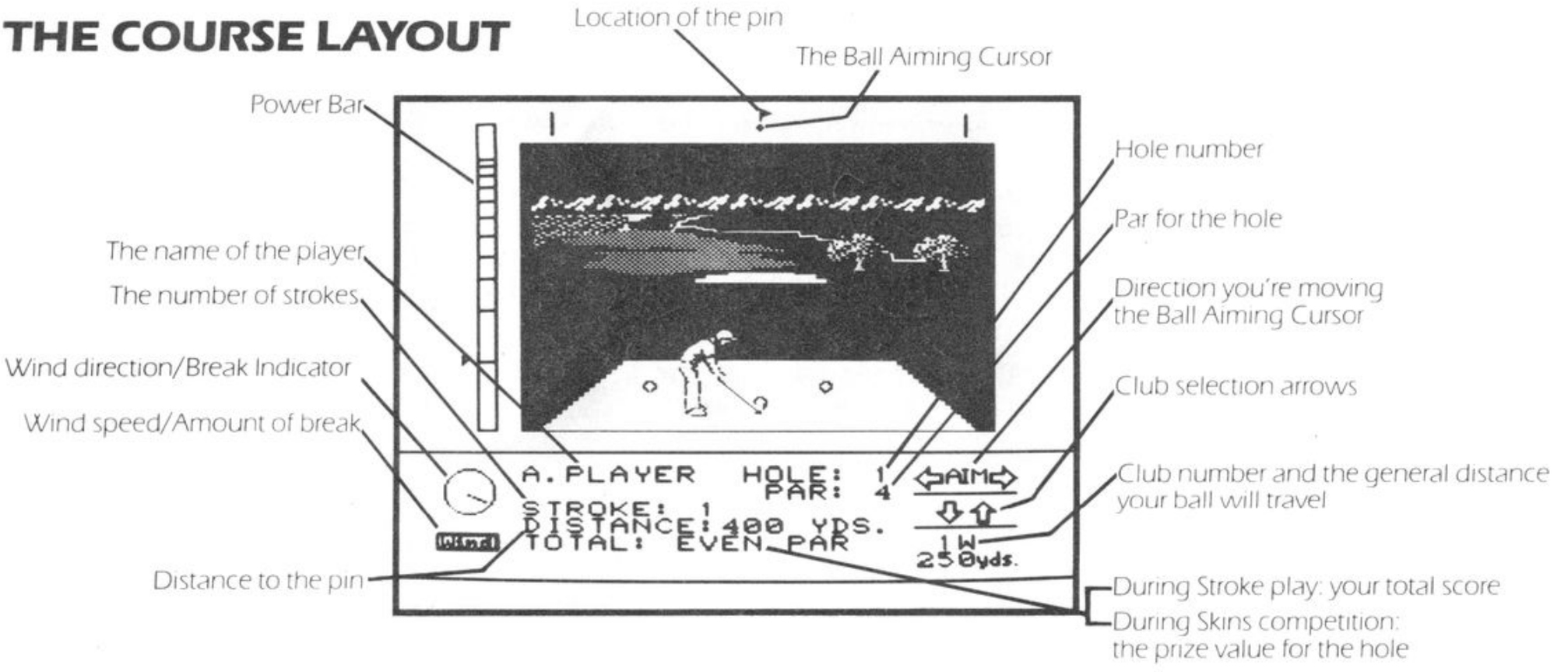



**Remember** Pin placements are random and often change from round to round. That means each time you approach a hole, you may face a new and more difficult challenge.

**Give Up Rule** You have 50 swings to get the ball into the hole. After 50, you'll proceed to the next hole...with your putter drooping.

**A Hint From Jack:** After you sink your putt, press the B Button and you will go directly to the next tee.

# THE COURSE LAYOUT




# COURSE COLORS

**The Green (yellow green)**

Each green has a distinctive grain which affects the role of the ball. The grain is indicated by a dark green color.

**The Fairway (green)**

Because the fairway is mowed daily, you'll be able to get full power behind every swing.

**The Rough (dark green)**

Definitely a hazard, especially on the English courses, you'll lose 40-50% of your power when hitting from the rough.

**The Bunker (orange)**

This beach front property will really diminish your power.

**The Water Hazard (blue)** **Cart Path (gray)** **Out-of-Bounds (brown)**

## TERMS USED ON THE GOLF COURSE (ONES THAT WE CAN PRINT)

DOUBLE EAGLE: When you score three strokes under par on a hole.
EAGLE: When you score two strokes under par on a hole.
BIRDIE: When you score one stroke under par on a hole.
PAR: The number of strokes a hole is assigned. Short holes are par threes. Medium distance holes are par fours. Long holes are par fives.
BOGEY: When you score one stroke over par on a hole.
DOUBLE BOGEY: When you score two strokes over par on a hole.
FAIRWAY: The area between the tee and the green. The grass in the fairway is generally kept short.
HOOK: When the ball moves from right to left. Pros call it a draw.
SLICE: When the ball moves from left to right. Pros call it a fade.
TEE SHOT: Your first shot on a hole.
ROUGH: It certainly is! That's because it's the area around the fairway where the grass is usually tall, thick and extremely hairy.
ROUND: One round equals 18 holes of golf.
BUNKER: Also called traps, they're little beaches of sand placed in strategic areas. These hazards should definitely be avoided.

## ADVICE TO THE HACKER

1. When swinging, keep your eyes glued to the POWER BAR.
2. Use an iron, not a wood, when hitting from the sand or rough.
3. If you're shooting from light rough, take one club more than you normally use. From heavy rough, take two clubs more.
4. Putting: Remember that the break indicator only tells you the direction of the break when you aim directly at the hole. If you hit the ball too hard, or to the right or left, the break will change because your ball will move across the slope of the green at a different speed or angle. (It's a physics thing.)

Jack "The Golden Bear" Nicklaus

## JACK NICKLAUS (PLAYER OF THE CENTURY)

After dominating the game of golf for 30 years, Jack Nicklaus was voted Player of the Century. He shot a 69 at age 13. He played his first U.S. Open at 17. At 19, he played in his first Masters, and won the first of his two U.S. Amateurs.

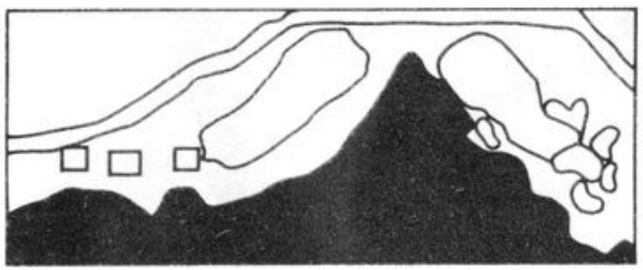
His record in the Major Championships — 21 victories and 19 second place finishes — has created the standard by which others will always be judged. He's won the British Open 7 times, the Masters 6 times, the PGA 5 times and the U.S. Open 4 times.

His 271 total for the Masters is still unbroken. And in the 1977 British Open, Nicklaus was the first player to break 270 in any major tournament.

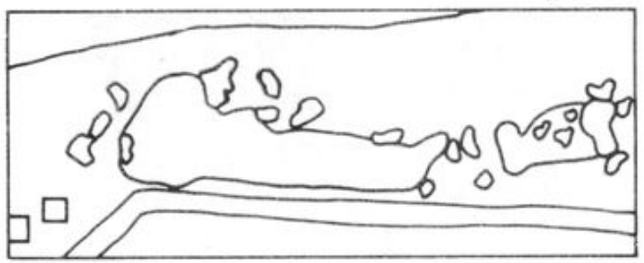
He's the only player to have won all four American majors (including the U.S. Amateur). And he's the only golfer to have won five different majors.

## 18 OF THE WORLD'S MOST EXTRAORDINARY MAJOR CHAMPIONSHIP GOLF HOLES

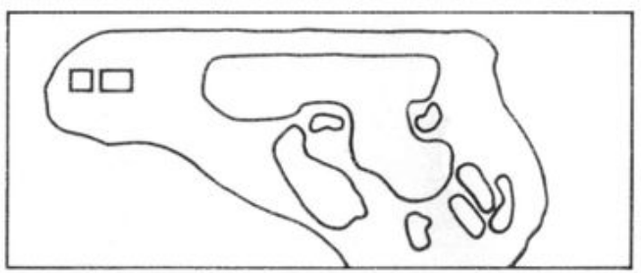
**1. Number 8 at Pebble Beach (Par 4)**



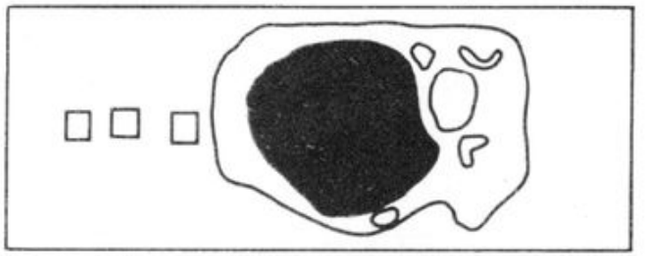
**2. Number 14 at St. Andrews (Par 5)**



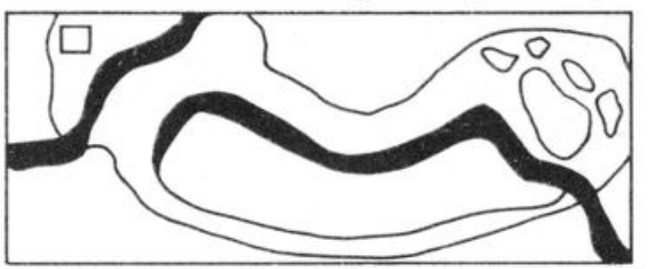
**3. Number 10 at Riviera (Par 4)**



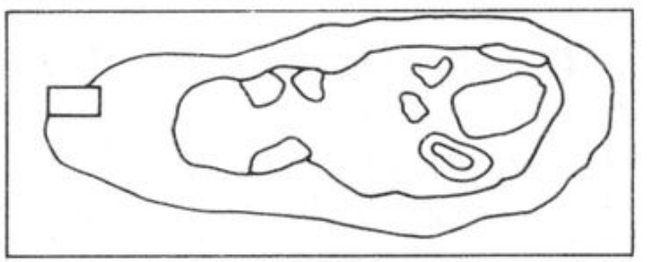
**4. Number 4 at Baltusrol (Par 3)**



**5. Number 13 at Augusta (Par 5)**

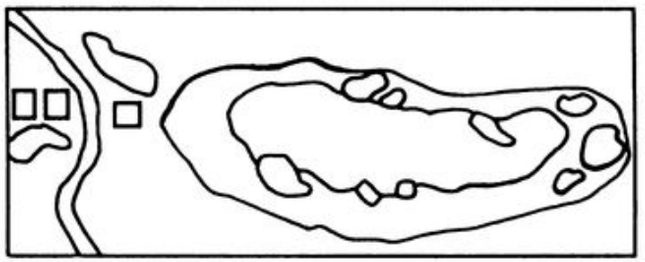


**6. Number 18 at Muirfield (Par 4)**

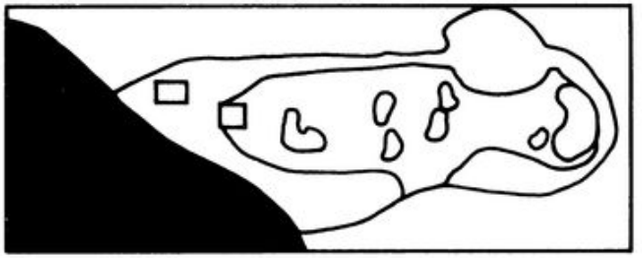


**7.** **Number 7 at Pebble Beach (Par 3)**

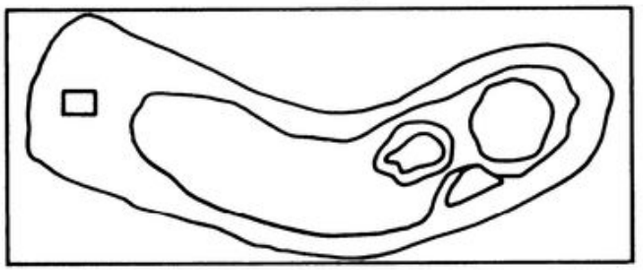
**8.** **Number 18 at Oakmont (Par 4)**



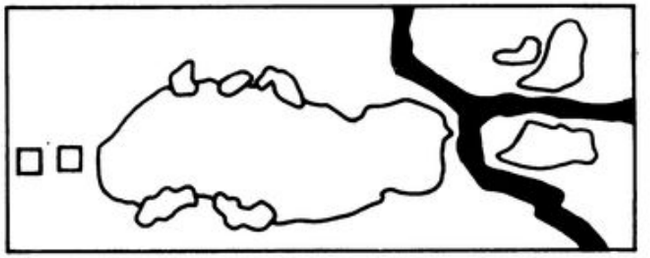
**9.** **Number 12 at St. Andrews (Par 4)**



**10.** **Number 10 at Augusta (Par 4)**

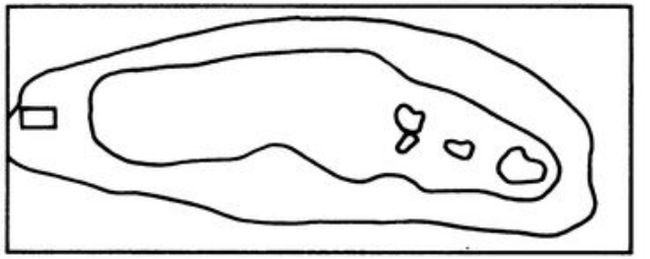


**11.** **Number 11 at Merion (Par 4)**

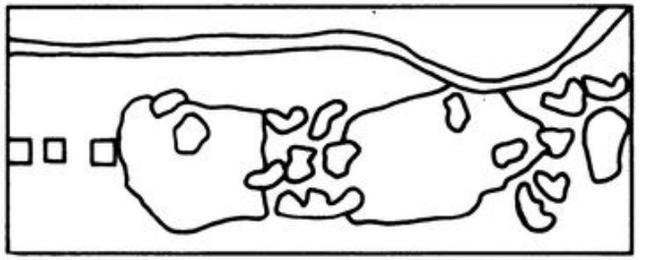


**12.** **Number 12 at Augusta (Par 3)**

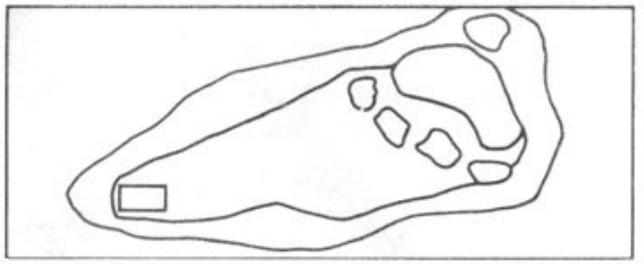
**13.** **Number 18 at Riviera (Par 4)**



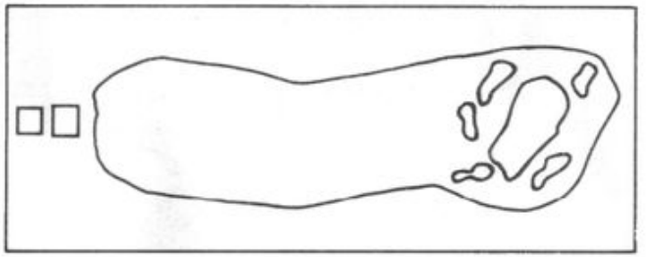
**14.** **Number 17 at Baltusrol (Par 5)**



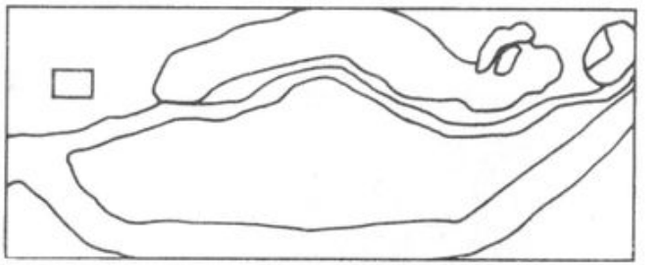
**15.** **Number 12 at Royal Lytham (Par 3)**



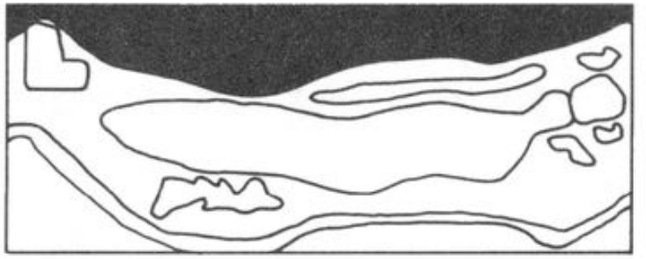
**16.** **Number 7 at Augusta (Par 4)**



**17.** **Number 17 at St. Andrews (Par 4)**



**18.** **Number 18 at Pebble Beach (Par 5)**



# Treat Your Konami Game Pak Carefully

• This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

• Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

• Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

# COMPLIANCE WITH FCC REGULATIONS

*This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:*

- *Reorient the receiving antenna*
- *Relocate the NES with respect to the receiver*
- *Move the NES away from the receiver*
- *Plug the NES into a different outlet so that computer and receiver are on different circuits.*

*If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.*

# SCORES

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